ATARI GAMES

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Made in China

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BUILT IN 60 ATARI GAMES
INSTRUCTION MANUAL
(MODEL NO. AR2660)

IMPORTANT: READ BEFORE USE

In very rare circumstances, some people may experience epileptic seizures when viewing flashing lights or patterns in our everyday life. Flashing lights and patterns are also common to almost any video game. These seizures or unconsciousness may occur in people even if you have had an epileptic condition or epilepsy OR if you experience any of the following while playing – Altered vision, eye or muscle twitching, mental confusion or disorientation, loss of awareness of the surroundings or involuntary movements.
It is advised to take a 20 minute rest after 1 hour of continuous play.

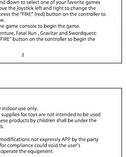
Game Console Appearance and Button List

The image below shows the location of the output ports and buttons. (The illustration is for reference only.)

1 Power Button
2 Start Button (Original Reset Button)
3 Difficulty Button – Left Player
4 Difficulty Button – Right Player
5 Select Button – Game Option
6 DC 5V Input Port
7 Left Controller Port
8 Right Controller Port
9 AV Cable

Controller Appearance and Button List

1 Joystick
2 Fire Button



NOTE:
Must use the AC adapter included as power supply to the console.
Do not connect the AC adapter to the power input other than the above specifications.
AC adapter is not a toy.

How to connect ATARI console to a TV?

Connect the game console to TV using the enclosed AV cable.
Configure the TV input source to AV in, then press the "POWER" button to turn on the game console. Adjust the TV to the channel of a TV and adjust the programs in "TV" screen accordingly.

NOTE: For Plasma & LCD TV's over 32", please adjust your TV to the following setting for the best display performance.

Back-Light: 100	Brightness: 36	Contrast: 70
Color: 60	Sharpness: 60	Aspect Ratio: 16:9

How to connect the joystick controllers?

Fat 1-Player Games: Connect a joystick controller to the left controller port.
For 2-Player Games: Connect a joystick controller to the left controller port for player one, and connect another joystick controller to the right controller port for player two.

How do you play the game?

1. Press the "POWER" button to turn on the game console. Press the "POWER" button again if you like to turn off the game console.
2. Move the joystick up and down to select one of your favorite games on the game menu; move the joystick left and right to change the menu page, and then press the "FIRE" (red) button on the controller to enter the selected game.
3. Press the "START" on the game console to begin the game. (For the games Aquaventures, Fatal Run , Gravitar and Sweetspot: Earthworld) press the "FIRE" button on the controller to begin the game.)

How do you pause/ unpause the game?

To pause, press and hold the FIRE button and the SELECT button for few seconds.
To unpause, press and hold the FIRE button and the START button for few seconds.

How do you switch back to game menu while playing the game?

Press the "START" and "SELECT" buttons simultaneously, and the screen will go back to the game menu.

How do you adjust the game level?

Press "SELECT" on the ATARI flashback 3 console, and then press "START" to begin the adjusted level.

PROBLEM	SOLUTION
No picture on the screen	Connect the AC adapter Connect the A/V cable Turn the TV power unit on Turn the TV on Set the TV to A/V input
Screen flickers or no color	Adjust TV color controls
No game sound	Increase or turn on the TV volume Connect the A/V cable
Picture on TV screen is unsteady	Adjust the vertical and horizontal controls on the TV until the picture becomes steady Connect the A/V cable
Picture is blinking or distorted	Power off the console and then power on the console
Picture background color varies at the beginning or end of the game	This a normal Press START to enter or restart the game

Safety Notice:

Do not submerge the game in water or expose it to extreme heat or to strong magnetic fields. Doing so may cause permanent damage to your game player. Always use dry towel to clean the game console and controllers.

Transformers suitable for indoor use only.
Transformers and power supplies for toys are not intended to be used as toys, and the use of these products by children shall be under the full supervision of parents.

Warning: Changes or modifications not expressly APP by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a

residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
– Reorient or relocate the receiving antenna.
– Increase the separation between the equipment and receiver.
– Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
– Consult the dealer or an experienced radio/TV technician for help

3D Tic-Tac-Toe (1 OR 2 PLAYERS)

Place four X's or four O's in one horizontal, vertical or diagonal row, or through all the panes. Play against an opponent or against the computer. To win, complete your row first.

Adventure (1 PLAYER)

The object of Adventure is to rescue the "Enchanted Chalice" and return it to the "Golden Castle", without getting eaten by evil dragons.

Adventure II (1 PLAYER)

Rescue the Enchanted Chalice and place it inside the Golden Castle where it belongs.

Air-Sea Battle (1 OR 2 PLAYERS)

The object of this game is to score points by hitting moving objects such as planes, ships, targets, helicopters and submarine. Air-Sea Battle™ is made of six different shooting games with total of 27 game variations.

Aquaventure (1 PLAYER)

Discover what the ocean depths hide as you dive to retrieve the hidden treasure.

Asteroids™ (1 OR 2 PLAYERS)

The object of the game is to destroy as many asteroid boulders as possible and keep your ship in space as long as possible. Use your Joystick Controller to maneuver your ship through space and press the red (fire) button to shoot.

Backgammon (1 OR 2 PLAYERS)

The Backgammon Game Program™ has four skill levels – with instructional features for the beginner, yet challenging to the most advanced player – and follows the full rules of the game. Also contains four variations of the game *Acey Deucey*.

Basketball (1 OR 2 PLAYERS)

Each player can move in eight directions with the joystick; the player with the ball constantly dribbles it. Score by shooting the ball to the basket. The player with the highest score after four minutes is the winner.

Battlezone™ (1 PLAYER)

From your combat tank, you must find and destroy the enemy tanks, aerial fighters, and flying saucers before they find you. If you miss a target, you cannot fire again for approximately 2 seconds.

Bowling (1 OR 2 PLAYERS)

To bowl a strike, bowls down all 10 pins in one try; position your player so that the ball hits in the middle of the first pin, causing a chain reaction and resulting in a strike. Press the FIRE button to roll ball towards pins.

Canyon Bomber™ (1 OR 2 PLAYERS)

Now this is an interesting concept for a game. Bomb the dirt before your opponent bombs the dirt. Actually there's a bit of strategy involved as the point values can change depending on which clump of dirt you hit.

Centipede® (1 PLAYER)

Aim your magic wand and shoot sparks to stop these pests in their tracks.

Championship Soccer (1 OR 2 PLAYERS)

To score a goal you must kick the ball completely into the goal. The ball cannot touch the goal line or stop partway into the goal. To kick the ball after your player hops it, move your Joystick in the direction you want the ball to go and press the red fight button.

Circus Atari™ (1 OR 2 PLAYERS)

Bounce your way through the balloons and score points. A wall of red, blue, and white balloons will appear at the top of the screen. You must pop balloons by catching a clown on the teeter-totter and bouncing him up to the balloons.

Combat® (2 PLAYERS)

Arm yourself against the enemy with tanks, planes or jet fighters. Blast your opponent as many times as you can for the highest score.

Combat® 2 (2 PLAYERS)

Compete against your partner for control of an expansive terrain, where strategy plays as big a part as guns.

Demons to Diamonds™ (1 OR 2 PLAYERS)

The player must shoot demons whose color matches that of the gun. If the player shoots a demon of a different color, the demon will turn into the color of the player's gun. If the player shoots a demon of a different color, the demon transforms into a skull.

Desert Falcon® (1 OR 2 PLAYERS)

You are the royal Desert Falcon questing for precious gemes and Egyptian Hieroglyphics hidden in the endless desert. Watch out for the flying beasts, blazing firepots, and howling sphinxes as they guard the jewels you seek.

Dodge 'Em (1 OR 2 PLAYERS)

Collect as many as dots as possible. It's you against the computer crash car Accelerator. Change lanes. Each driver gets three hearts. A crash ends the heat. If your score looks too good, another crash car comes on course. Different levels of difficulty keep the game a constant challenge.

Double Dunk™ (1 OR 2 PLAYERS)

Double Dunk's main prior strategy as you race against the clock to lead your team to victory. As OFFENSE, use the controller and fire button to choose your plays, set picks, pass, jump, and shoot. As defense, use the fire button to block shots and grab rebounds.

Fatal Run (1 PLAYER)

The object of the game is to drive through all 32 levels and release the hostages before time runs out. Along the way, collect the weapons and vaccine throughout the major cities, while collecting the pieces of the launch code. If you complete the code and all levels, the satellite launches and you win the game.

Flag Capture (1 OR 2 PLAYERS)

The object is to find a flag which is hidden somewhere in the 9x6 grid of squares. Clues under each square can tell you how far you are from the flag or in which direction it lays. Watch out for the bombs!

Frog Pond (1 OR 2 PLAYERS)

The objects is to leap and catch as many insects as you can with your frog's tongue; frying not to miss any of the insects. Depending on the game variation, you have 4 to 8 minises before the sun sets on the pond and you go to bed hungry!

Fun With Numbers (1 PLAYER)

Complete the equation by selecting the correct number. Pick from addition, subtraction, multiplication, and division.

Golf (1 OR 2 PLAYERS)

Try nine holes of golf on our course. You consist the direction and the power of your shot. But, watch out for the rough, it may cost you penalty strokes. The computer automatically records your score.

Gravitar™ (1 PLAYER)

Your Galaxy is under threat of attack from Gravitar. The only possible way to stop him is to break his hold on the four galaxies. You can either destroy the Gravitars or all the planets, or attempt the tractor at the core of the Alien Reactor Blast and escape before the deadly explosion.

Hangman (1 OR 2 PLAYERS)

Your object? To complete the Hangman Word within eleven incorrect letter guesses. Game 1, 2, 3 and 4 are one player games in which one player guesses letters to complete the hangman word. In two player games of Game 5, 6, 7 and 8, two players compete to guess the Hangman Word first within eleven incorrect guesses. In Game 9, one player composes the Hangman Word for the opponent to guess.

Haunted House™ (1 PLAYER)

You are stumbling around in a dark and dusty haunted mansion. To escape, find the pieces of magic urn. You'll encounter giant hairy tarantulas, vampire bats and a meaning ghost.

Home Run (1 OR 2 PLAYERS)

Pitcher: To pitch a ball, depress the red button. Control the ball pitches by moving the joystick in different directions after the ball leaves the pitcher.
Batter: Swing the bat by moving your joystick from middle to any other position. If the hit is successful, the player will keep running until you press the red button.

Human Cannonball™ (1 OR 2 PLAYERS)

Shoot a human out of the cannon and into the water tower. To successfully land in the water tower, adjust the angle of the cannon, the speed at which the cannon travels from the cannon, and the distance between the cannon and the water tower.

Maze Craze (1 OR 2 PLAYERS)

Each player controls a blue or red cop. Your cop's beat is a maze of city blocks, and your mission is to chase the cop from the left side of the maze to the exit on the right.
You'll have the footsteps of cops, as well as the sound effects when someone bumps into a dead end, or the special sound effects when someone exits from a maze. You'll also experience the unique sound that occurs when a robber captures a cop!

Miniature Golf (1 OR 2 PLAYERS)

MINIATURE GOLF is a nine hole course complete with moving obstacles. You'll need a good sense of timing along with the ability to judge distance, to beat the par for each hole. The lower your score the better.

Missile Command® (2 PLAYERS)

The object of the game is to defend your cities and missile bases. The enemy fires intercontinental ballistic missiles and cruise missiles, both of which are aimed to destroy your cities and missile base. There are only two types of cruise missiles: smart cruise missiles, which try to evade your anti-ballistic missiles (ABMs), and dumb cruise missiles, which fall in a straight path.

Night Driver™ (1 PLAYER)

Night Driver is a simple two-dimensional driving game. Your perspective is from behind the wheel of the car as you drive down the highway. The object is to score points by getting as much distance as possible in the least amount of time.

Off the Wall (1 OR 2 PLAYERS)

The objective in Off The Wall is to score the highest number of points. Points are accumulated by hitting the ball with the paddle and knocking by using the fire button to keep it out of the wall. Hitting the dragon beyond the bricks, or catching the Mystery Token for bonus points. When the player clears four brick waves, he automatically advances to the next skill level.

Outlaw (1 OR 2 PLAYERS)

Squeeze the trigger and your gunfighter draws, kneels, and aims. Sharpshooters can hit their opponent's hat, boot, or holster. Stage coaches and Lost Ol' your opponent stretch goal you a clean shot, and him with a clever ricochet. Build up notches on your gun with 16 games and variations.

Realsports® Baseball (1 OR 2 PLAYERS)

Hit a home run, make a spectacular catch, or force a triple play! Here's your chance to prove your skills on the baseball diamond. Your job – to guide your team to victory! Control the ballplayers and the strategy. Play against your friends or the computer.

Realsports® Basketball (1 OR 2 PLAYERS)

This is a 2-on-2 game with 8 characters. One player uses the upper half of the court, while the other moves around the lower court. Shoot the ball to the basket to score.

Realsports® Soccer (1 OR 2 PLAYERS)

Defend the sacred championship in your own home! Fast moving player control lets you kick, pass and dribble the ball down the field, *wound your opponents and so to victory!*

Space War (1 OR 2 PLAYERS)

Blast off into space with 1 player variations for one or two players. Take control of your starship and penetrate the boundaries of strange galaxies. Drift invisibly through hyperspace, but beware of the gravity of a strange sun.

Sprintmaster (1 OR 2 PLAYERS)

Speed into the Sprint Master hall of fame! Choose your track, from practice-caliber squares to the ouvreuvous championship courses. Rev up at the starting line, and take off! Keep a good grip on the controls. You'll need a delicate touch and a cool head to avoid sliding into the wall on those enjoy curves.

Star Ship (1 OR 2 PLAYERS)

Destroy as many spacecrafts and robots as possible within a time limit, all while dodging asteroids and avoid asteroids and other varied space objects to score the greatest distance possible.

Steeplechase (1 TO 4 PLAYERS)

Here's your chance to compete in a challenging STEEPLECHASE. One to four players can take part in games. In one player game, the computer players at three different skill levels. So mount up and get ready for and exciting STEEPLCHASE.

*For multiple players, press the FIRE button on the join in players' controllers within 5 seconds after entering the game from the menu page, or the first player will play against the CPU.

Submarine Commander (1 OR 2 PLAYERS)

You are at the helm of a submarine equipped with radar, sonar depth charges and torpedoes. Your mission is to destroy enemy ships. As commander of the submarine, you must sink the enemy ships before running out of fuel. Once you run out of fuel, the game is over.

Video Checkers (1 OR 2 PLAYERS)

VIDEO CHECKERS offers 2 player variations for one or two players. Play regular one- or two-player checkers of play giveaway checkers. VIDEO CHECKERS has nine levels of difficulty to challenge both the young and the old.

Video Chess (1 PLAYER)

Try this sophisticated approach to the classic thinking man's game. As a one player game, the object is to capture the opponent's king. VIDEO CHESS offers eight skill levels from beginner to expert.

Video Pinball (1 OR 2 PLAYERS)

Okay, pinball lovers get set for the ultimate video pinball challenge, complete with electronic sounds and flashing colors, Hit bumpers, spinners, targets, and rollovers to rack up points. VIDEO PINBALL offers four exciting games for one or two players.

Wizard (1 OR 2 PLAYERS)

Both you and the wizard have "damage points" that keep track of how good your health is, destroyed by the counters at the far right and far left of the screen respectively. Get hit by an imp's magical bolt or touched by an imp and your damage goes up by 2 points. Hit an imp with your own magical bolt and their damage goes up by 2. If your counter goes up to a 100, it's game over! If the imp's counter goes up to 100, you have to fight the wizard himself. The Flame seems to have a mind of its owns and gets despun in to the catacombs after each confrontation. Fight your way to a deeper and much harder level of the catacomb and deadline imp for you.

Yars' Revenge® (1 OR 2 PLAYERS)

The Yars are in trouble and have sent you to help them battle the evil enemy. Journey to the distant Razak Solar System where mutant super space flies are battling for their very lives. The primary objective of the game is to break a path through the shield, and destroy the Qotile with a blast from the Zorlon Cannon.

Super Baseball (1 OR 2 PLAYERS)

Super Baseball brings the plays and thrills of real baseball to your video screen! As the batter, you can take extra bases or play it safe. As the pitcher, you can throw curves, screwballs, or change-up pitches. As the outfielder, you can move around the field to catch the ball and make putouts.

Super Breakout® (1 OR 2 PLAYERS)

Super Breakout is extremely challenging with terrific new game sounds. Try your hand at Double, Cavity, Progressive or regular Breakout.

Super Football (1 OR 2 PLAYERS)

Play against the computer or against another player. It's fast, fast, action against the clock. When you're playing against another person, he can pick his own defensive plays. After four downs, he calls the plays and you, "hold that line", or rush the quarterback.

Surround (1 OR 2 PLAYERS)

Play your own game book before leaping into the blinding, fiery world where everything, even your opponent's wall is a checkmate. This game of speed and skill has 14 game variations for one or two players.

Swordquest: Earthworld™ (1 PLAYER)

Armed with a comic book and 18 magical objects, you descend into a fantastic world below the earth. Your quest is for clues that are pieces of a mysterious puzzle. Solve the puzzle to win prizes.

Swordquest: Fireworld™ (1 PLAYER)

Study your comic book before leaping into the blinding, fiery world below the earth. Search for clues, and 16 magical objects to solve the mysterious puzzle for valuable prizes.

Tempest® (1 OR 2 PLAYERS)

Tempest brings the plays and thrills of real baseball to your video screen! As the batter, you can take extra bases or play it safe. As the pitcher, you can throw curves, screwballs, or change-up pitches. As the outfielder, you can move around the field to catch the ball and make putouts.

Tetris (1 OR 2 PLAYERS)

Tetris is a game of strategy and skill. Tetris is a game of speed and skill. Tetris is a game of fun. Tetris is a game of tetrominoes. Tetris is a game of rotation. Tetris is a game of lines. Tetris is a game of levels. Tetris is a game of 19 levels. Tetris is a game of 19 levels. Tetris is a game of 19